WEEK 2 - WEDNESDAY, MARCH 21
THE FUNCTIONS AND
QUALITIES OF LIGHT

FUNCTION VS QUALITY

FUNCTION VS QUALITY

Visibility

Intensity

Color

Modeling

Texture/Shape

Contrast

Revealing the Space

Direction

Movement

Functions are different goals

Qualities are the tools we use to create Functions

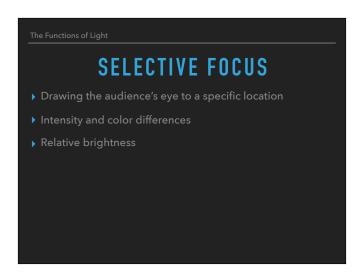
## THE FUNCTIONS

he Functions of Light

#### VISIBILITY

- ▶ The principle of using light to reveal or illuminate objects.
- Intensity How bright the light is
- ▶ Clarity How defined the light is reflecting off the object is

Clarity - how clearly you can see something
Director asks for higher intensity may just be asking for more clarity
Angle of the light - front flatten decrease, side heighten increase
Early days of theatre this just meant having enough light to see. The more the better.



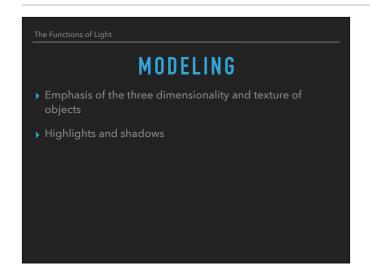
Relative brightness - most of the stage is lit, but one area is brighter than the rest



Intensity Differences Elements 2016



Color Differences
Stop the World 2016
Contrasting colors to make an actor pop out from the background.
Complimentary colors to make an actor blend into the background.



Taking advantage of the eye's natural depth perception Direct front light flattens out and erases facial features Side light sculpts features with highlights and shadows



#### Mutual Consent 2016

MOOD

The emotional tone, attitude, or response to the lighting.

Invoking specific emotions through color, intensity, texture, and movement

Greenish Fluorescent = uncomfortable, while soft amber = warm and welcoming

Bright sunny day is cheerful, dim cloudy day is depressing



Anastasia Hartford, Connecticut 2016 LD: Donald Holder

REVEALING THE SPACE

Deciding which areas of the acting space to light

What should remain in darkness and what should be revealed by light

Shadow Designers

Does the whole stage need to be lit or just a small section of it

## SUPPORTING THE STORY

- ▶ Creating atmospheres, transitions, and scenes to move the story along
- > Example: Day vs Night, Inside vs. Outside

# THE QUALITIES

INTENSITY

INTENSITY

How bright or dim a light is

Used to:
Create visibility
Draw focus
Set the mood
Reveal the space
Relative brightness

Can be measured in candelas, foot candles (rarely used any more), or lumens. More often described in a comparative basis.

COLOR

COLOR

Our perception of the different wavelengths of light.
Hue - the shade of a color. Example: Red, Green, Blue
Saturation - how colorful the color is. Example: Pink - Red - Maroon
Used to:
Draw focus
Model
Set the mood
Support the story

the source - tungsten more amber, arc more green
filtering (selective absorption) done by gel
easiest quality to observe
hardest quality to control due to unpredictability of results
Saturation - how much white or black is in the color (more pigment than light)

The Qualities of Light

### TEXTURE/SHAPE

- How hard or soft the light appears
- Smooth or broken textures can be made using gobos or haze, sharp or blurred lines.
- The geometric shape of the light.
- Used to:
- Mode
- Set the mood
- Support the story

pattern templets = gobos

The Qualities of Ligh

### **CONTRAST**

- The apparent difference between two items, generally the brightes and dimmest lights on stage.
- Also applies to Color, Texture, Direction, Shape, and Movement.
- Used to:
- Create visibility
- Draw focus
- Set the moor
- Support the story

DIRECTION

DIRECTION

The perceived angle from which light enters the space.

Used to:
Create visibility
Draw focus
Model
Set the mood
Reveal the space

The angle of a light helps to define or reveal the form of an object. High - Low angle Front - Side - Back position

MOVEMENT

MOVEMENT

Change in the quality of light over time

Used to:
Draw focus
Set the mood
Reveal the space
Support the story

change from moment to moment watching the actual source (a candle), without seeing the source (spot light, lighting one area and then another), change in color, intensity, direction, transitioning from one static scene to another



Questions?